MilAtari Limited Edition

This Month:

General Meeting

Sat., Feb. 16th, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Exec. Board Meeting

Sun., Feb. 24th, 7:00pm

Shakey's

9638 W. National Ave.

Next Month:

General Meeting

Sat., March 16th, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Inside:

Michelle Gross

From the President

It's SwapFest time!

February has traditionally been the month for MilAtari members to bring out that equipment no longer used or needed for whatever reason, and set it out for sale at the meeting. We usually draw a good crowd for this meeting, so come on in if you're looking to buy or sell used software or equipment.

We have a great meeting planned for this month as well. David Bauer will demonstrate Notator, a high end sequencer for the ST, and we will also try to take another stab at getting online at GEnie using Aladdin. Since last month I was able to get a fully working copy of Aladdin and have been trying it out. It is a great program for navigating around on GEnie, and with a little luck we'll show you how at our February meeting. We look for Jeff Williams, Round Table Sysop on GEnie to join us and help us out.

Also this month, Dale will be available to help any newcomers to the ST with questions and problems they might have. Be sure to see him after the business meeting.

Dave Landskron has begun a SIG for ST Basic, and will be happy to share his knowledge as long as there are members interested.

Our 8-bitters are always on hand after the business meeting to exchange information and offer help. See Bruce Rahlf or Dave Glish for details.

Finally, I again remind you that April brings our annual elections. A nominating committee will be formed at the February board meeting, (February 24th at 7:00 p.m., Shakey's) and nominations will be accepted as of then as well as from the floor of the March General Meeting. Any member in good standing, 18 years of age and older, is eligible to run for an elected position. Please do not wait for someone to nominate you or ask you if you are interested in serving!!!

This being one of my last "From the President" articles, I want to tell you what a great experience the past two years has been. Believe me when I say that this has been one of the best learning experiences in my lifetime. I have enjoyed it tremendously. This opportunity has brought me new friends from around the country and has also taught me a great deal about my computer. It is in doing that we learn the most, and what better way to learn than as an officer of one of the best User Groups in the nation. I invite all of you to think about donating a little more time each month and become more involved in our club. All positions are available, and only Linda can run again for Secretary as our bylaws state we can only hold office for two consecutive terms.

Our board meetings are open to all members, why not join us and find out what the job entails?

See you at the meeting!

Michelle

MilAtari Ltd.
The Milwaukee Area Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are $20.00 for individuals, $25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

MilAtari Ltd. Officers

President	Michelle Gross	628-4435
VP - 8 Bit	Bruce Rahlf	483-0464
VP - 16 Bit	Tom Bardenwerper	332-6762
Secretary	Linda Heinrich	421-2376
Treasurer	Dale Phillips	634-0200

MilAtari Ltd. Volunteers

BBS SysOp	Richard Dankert	251-6326
Cashier	Ed Newman	628-2556
Kid's Corner	Chuck Dahms	774-8911
Newsletter	Doug Raeburn	255-4342
Pub. Relations	Dr. Armin Baier	774-1673

Librarians

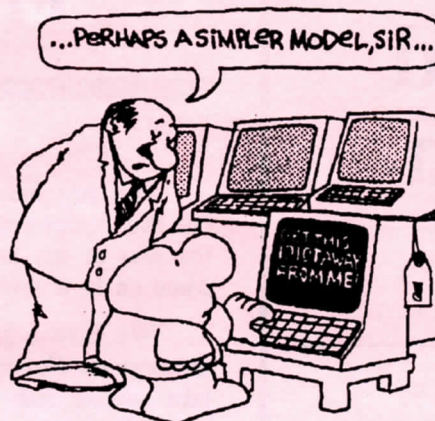|		
8-Bit PD	David Glish	784-9053
ST PD	Dennis Wilson	546-0282
ST PD Asst.	Carl Verbanac	453-3940
ST PD Asst.	Bill Janutka	543-7609
ST PD Asst.	Bob Bobinger	466-9341
Copyright	Lee Musial	327-5376
Copyrt. Asst.	Dr. Armin Baier	774-1673
Publications	Everett Rantanen	327-4393

The MilAtari Ltd. Edition is published by and for MilAtari Ltd., the Milwaukee Area Atari User Group. Opinions expressed herein are those of the individual authors and do not necessarily reflect the opinions of MilAtari Ltd., its officers or advertisers, none of which are affiliated in any way with Atari Corp., except where noted otherwise.

For information on placing camera-ready, pre-paid ads, please write to the Newsletter Editor at the above address, or call (414) 628-4435.

MilAtari By-Laws, Sec. XII, Art. 1

Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

Michelle Gross

KLAX for the LYNX

Mfg: Atari Corp.
List Price: $39.95
Type: LYNX Game System
Rating: A great Mother's day gift idea

I am not, by anyone's stretch of imagination, a gamer.

First off, I really don't have time for games, not that I don't have any spare time, but I much prefer spending my extra hours doodling in desktop publishing, or calling my (our) favorite BBS. Secondly, if I had an inclination to play games I would much prefer a good text adventure, or something on the order of Wheel of Fortune, or a game of skill and logic, to the vast expanse of shoot-em-up type games that are available on all platforms. Finally, the few times I have indulged in games, the guilt factor usually has overcome the pleasure while playing, causing me to keep the sessions too short. Simply put, few games can keep me so intent and amused as to push all thoughts of laundry, dishes, and dusting completely out of my conscious thoughts long enough to really enjoy myself.

Then came Klax.

I had a rare and wonderful opportunity during the Christmas season to spend a few hours free of the normal household duties. I was away from home, away from laundry, away from cooking, away from it all. It was *great*. One morning I found myself all alone while David and the boys went ice fishing (talk about heaven on earth). I took up the Lynx and tried my hand at one of our newest games, Klax.

Klax is similar to the popular Tetris. The object of the game is to try to fit square colored tiles, which come towards you on a horizontal grid, in a row horizontally, diagonally, or vertically to make points. You have a paddle which you use to catch the tiles and drop them in any of 5 different rows below. Every time you get three of the same colored tile in a row, they disappear. These are called klaxes. You get points for each klax, and the type of klax determines the point value, such as a diagonal earns 5,000 points, whereby a vertical stack of three might only grant you 50 points.

Each succeeding wave becomes more difficult. The waves differ in that you may have to get a specified number of klaxes, a specific number of diagonally klaxes, or a total point value before you can continue to the next level, or wave. Then of course, as you climb to higher waves, the tiles come towards you faster and faster, to a frenzied pace.

This is one of those "just one more time" type addictions. If you have the time to spare, it is great.

The *really impressive features of the game, however, are in the sound effects. As the colored tiles come towards you they make a clop type noise, and the sound gets louder as they get closer. Each colored tile has its own unique sound as well. The best part of the sound effects are from the peanut gallery, who clap as you succeed in ending a wave, and also express their disappointment when you fail in a empathizing "uhh-hooooo." When an unusually difficult klax is mastered (such as a double diagonal earning 10,000 points) an impressed "ooohhh" is heard. A pleasant female voice also announces the wave number at the beginning of each round.

I find Klax to be one of the most enjoyable computer games I've ever played. With titles like Chips Challenge, Ms. Pacman, and Klax, the Lynx game system is a hit for all family members.

Just a side note on how popular Klax is around these parts, we had a family gathering recently, and after everyone left Klax was nowhere to be found. I found out later that my sister, who checked the game out while she was over that day, walked off with our cart,(accidentally I'm sure), but she sure enjoyed herself until we found her out. Since then I have been able to recover Klax, and Terri even bought the game for herself! When womenfolk buy themselves video games, that says it all!

SwapFest Policy

The following are the rules for the MilAtari February Swapfest.

1. Only members of MilAtari Ltd. may display items for sale

2. All goods for sale must be computer related.

3. All items must be in working order unless clearly marked as not working on the item offered for sale.

4. MilAtari Ltd. reserves the right to limit space available for display of sale items.

5. MilAtari Ltd. will determine the date, time and frequency of the SwapFest.

6. Tables will be available on a first come, first served basis.

7. No pirated software will be tolerated on the premise, and any member having unlawful copies of commercial software in his possession with the intent of selling the same may be suspended or expelled from MilAtari Ltd. as per Section XVI in the bylaws. Said member will be requested to leave and/or be removed from the premises immediately.

8. MilAtari Ltd. is not responsible for lost or stolen items.

This and That
from previous page.

along with its unpleasant effects - appear to go away, by turning UP the volume on the monitor's internal speaker. This may have ofsetting disadvantages, though, particularly if you like to play video games on your machine at work.

From Mike Valent... Combining florescent light flicker with 60hz screen flicker (and whether you can "see" the flicker, your eye and brain ARE registering it), with the usual casual CRT/keyboard placement, and poor chair/desk matching and you've got a perfect recipe for "unexplainable" fatigue.

Then, if the computer operator doesn't get up and move around regularly, stiffness sets in, hastening and intensifying the effect.

If you have an SM124 sitting next to your color monitor, work with the SM124 for a while, then switch to the color monitor - you'll notice the flicker. The brain tends to "mask" these things, but they still are being taken in by your eyes and "processed" by the brain.

From M. Jones... When I set up my system, I needed some light on the desk - to easily see the keyboard, read manuals or copy, disk labels, etc. A table lamp atop the monitor with the shade tilted forward works real fine. I get a soft light bounce off the wall behind, with no direct light in my eyes. (If, when you close your eyes, you see an afterimage of the screen, the room's light level is too low.)

One additional suggestion: at short intervals, 15 minutes, look away from the screen for a moment - at the opposite wall, out the window, etc., to stretch and relieve tension in the focussing muscles. It do help.

From John Barnes... In my comment on this subject I used the term "myopia". For those who do not know what this is it translates into "nearsightedness". Older people have a problem with their eye muscles shaping the lens properly. Some

people who normally use bifocals have a different prescription for those occasions when they have to spend a lot of time staring at a computer screen. I am one of these and I fend that my eyestrain is much reduced when I do not have to struggle to focus on the screen.

I suspect that such vision problems and the orthopedic problems (neck strain, back strain, etc.) caused by poor posture are the dominate health effects of VTD's.

PLEASE, if you can figure a way to do it, get things at the right height.

Again from D.A. Edwards... Everyone: PLEASE, if you can figure a way to do it, get things at the right height. This requires some flexibility. My own computer desk is actually an arrangement of HIGHLY adjustable metal shelves, I can move any horizontal surface in units of 1.5 inches. Start with your LEAST adjustable component, whatever it may be - in my case, it's chairs. (I am also going to assume no significant physical abnormalities.)

You may have seen some of those odd-looking "balance" chairs. Just in case you haven't figured it out: your knees go on the lower pad, your buns on the upper pad. They are VERY comfortable, and may actually be good for your back, provided (a) you are not excessively overweight, and (b) you don't have joint problems in the knees, hips, or tailbone. Recommended if you meet these requirements - and the cheap ones are quite adequate, you may manage to pick one up for under $40 new.

Alternatively, you want a chair with a straight back, not much padding, of such a height that you can sit comfortably with your feet flat on the floor (or some sort of flat-topped

footrest, if you are very short or your chair is very tall). Arm rests are nice, IF they are at the right height for your elbows to rest on them naturally - your elbows should not fall off the armrests.

Keyboard height should be such that your arms can be straight from the elbow to the 2nd knuckle. Bending your wrist and typing for hours at a time every day for months, is an excellent way to get carpal tunnel syndrome, which (I am told) is QUITE painful, causes long absences from work, and occasionally requires surgery.
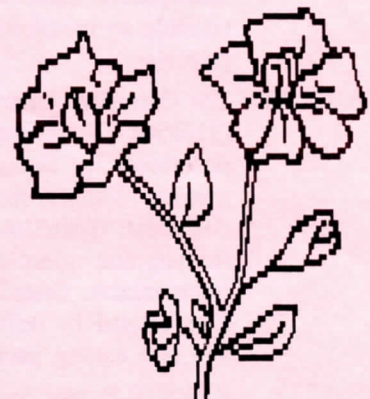
Screen height is the one most often the worst messed up (and the effect show up the fastest - after 2-3 hours the neck strain can become obvious). If you have a 24-line screen, about the 6th to 8th line should be at eye level. Setting your monitor on top of an IBM PC-size box on your desk, probably does not cut it.

Aside from that, basically arrange your commonly-reached-for stuff to avoid stooping or stretching.

Thank You!

Armin and Theo Baier wish to thank all their MilAtari friends who have expressed their get well wishes by sending cards, thoughts, prayers and flowers during Armin's recent illness.

Dennis Wilson

ST PD Update

Milatari Ltd. St Public Domain Library Disks are available at the meeting at a price of $3.50 per disk, and through mail order at $4.00 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd. Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

DISK 301 - UTILITY DISK (DS)

ACCOUNT: Paperless Accountant - The name says it all. This is an accounting program that does not generate any hard copy whatsoever, as the author prefers to view graphs and reports on the screen only. Even without massive reports to muddle through, the program can be a useful utility.

BIGBUX: Big Bux V1.01 - This program contains 20 different functions to help you manage your hard-earned money. This program answers questions that anybody would want to know, such as: "If I put so much money in the bank and I wanted to make steady withdrawals for a period of five years at such and such an interest rate, how much could I take out to cover that time frame?" or, "I am depositing $100.00 every two weeks into my savings account earning 5% interest. How much money will I have in 2 years and 8 months?", and many more.

CHECKING: This checkbook program is designed to be as "automatic" and easy to use as possible. It almost completes the transaction for you as you will see when you read the instructions. Additionally, the author has attempted to make it as "Idiot Proof" as possible so mistakes will be rare if at all possible.

GRANSLAM: The Gramslam Grammar Checker V2.31 (11/8/90) - A program which checks documents for incorrect, awkward, or wordy phrases. When it finds a problem in your document, GramSlam describes the problem for you and offers a suggestion for improvement. GramSlam can check document files created by nearly all word processing and text editing packages.

KXPSET42: KXPSET Printer Setup Utility v4.2 - The Panasonic KX-P1124 is a 24- pin printer featuring a variety of near-letter-quality fonts, excellent paper handling, and flexible setup from its operator panel or via Epson-compatible software commands. This program uses these commands to set most of the printer's parameters quickly and easily. Although written with the KX-P1124 in mind, KXPSET should work with other 24-pin printers as well as with most 9- pin printers such as the Epson FX.

LIBMAS10: Library Master - A program which will print out your Printmaster libraries in 7 columns by 10 rows,for 70 graphics per page. The program allows the converting of Atari PrintMaster libraries to and from IBM PrintMaster and Print Shop format as well as a single graphic to and from Atari 8 bit DOS.

MORTGAGE: The purpose of this program is to calculate the remaining outstanding balance for each payment month of a standard declining balance loan. This program is different from most other standard mortgage programs because of the over payment option.

SPEED_RD: Speed Reader - A program for teaching you how to speed read. Includes a program to test your ability to read quickly.

TAPMAKER: A program for making the inserts for audio cassette cases. Labels can be saved to disk as well as dumped immediately to the printer.

TORTISE: A backup utility to assist Turtle V3.0 with incremental backups under TOS 1.4.

VKILLER: VKiller V3.81 - The best virus detection and killing program around just got better. In addition to detecting more viruses, the program can now test a disk to see if it will function properly after "killing " a virus, and you can now use the program to change the serial number of a disk.

DISK 302 - EDUCATIONAL DISK (SS)

COLORQLT: Grandma's Color Quilt - Something for the little ones to do on the ST. Click on the boxes that match the color name at the bottom of the screen.

KEYBOARD: ST Typing Tutor V1.8 - A program for teaching typing. There are 24 lessons, 19 concerning letters, and 5 concerning words and sentences.

KV_FONIC: This program introduces children to phonics. It includes 9 puzzles containing consonants (b, c, d...), blends (sl, sn, sm) and digraphs (th,

ST PD Update
from previous page.

sh). Easily create your own puzzles or modify the existing ones.

KV_MATCH: This memory game teaches about animals. The object is to match the animal parent with the baby. For ages 3-7. ROBIN: Have Mother Robin catch flies and gather her children from various nests. Be sure to avoid hazards such as candle flames and spiders.

DISK 303 - GAME DISK (DS)

CHIPS: Chips Challenge - A demo of the popular Lynx game which is forthcoming for the ST.

POND: James Pond, Underwater Agent - A demo of an arcade game wherein the famous underwater agent must foil plans for subterranean domination. Very cute and colorful, with numerous screens even in this demo version.

RALLYDEM: Celica GT64 Rally - A demo of a first-person driving game.

ROBOTZ: The deep space exploration ship Darwin 8 has been invaded by hostile alien robots. As the last surviving crew member it is your job to deal with the problem. The robots are all armed with laser guns and each group has at least one positronic generator from which they draw their power.

ZEEK_ZAK: Zeek 'n Zak - Zeek and Zak are two animated creatures on a quest for their favorite drink, purple root beer. Time after time they will navigate the path that leads to this exotic drink, trying to pass one another enroute and at the same time trying to avoid the pitfalls that await them.

DISK 304 - GAME DISK (DS)

101: Resolution 101 - A playable demo of a first person vector graphics game. Follow the drug runners through the streets of a futuristic city, blasting them when found with your armed car.

DAMOCLES: Damocles, Mercenary II - A auto-run demo of this first-person vector graphics game.

SURVEY: Survey Sweepstakes - Play against the computer in this game of trivia. A sample quiz of 75 questions is included.

DISK 305 - GAME DISK (DS)

LETTRBMB: Letter Bomber - A letter recognition exercise for young children or adults, in an arcade shoot-em-up format. The game emphasizes hand-eye coordination, concentration and alphabet recognition. PUZZNIC: Puzznic - A demo of a move-the-blocks puzzle game. PHOTON: Photon Storm - An overhead-view, colorful arcade game. RAMPAGE: Rampage - A sock'em and stomp'em arcade game. As a giant gorilla, destroy your neighborhood and your fellow monsters. SIMULCRA: A first-person, behind-the-spacecraft view arcade game.

Please note that four out of this month's five disks are double-sided. Those of you with only single-sided drives should see me at the meeting concerning obtaining the programs on single sided disks.